

Ser. No.10/759,000  
Amdt. dated May 9, 2008  
Reply to Office Action of February 25, 2008

PATENT  
PF030026  
Customer No. 24498

**Listing of the Claims**

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1. (Previously Presented) An electronic apparatus comprising:  
a graphics memory storing a first and a second graphics object;  
an OSD processor generating a first digital stream representing the first graphics object;  
a pictures memory containing a picture and generating a second digital stream;  
a mixer able to mix the first digital stream and the second digital stream into a video signal; means for converting the second graphics object into picture data;  
means for writing the picture data to the picture memory; and  
means for detecting overlaps between the first and the second graphics objects generating an overlap cue.
2. (Cancelled)
3. (Previously Presented) An electronic apparatus according to Claim 1, comprising a means for controlling the mixer, means for conversion and means for writing as a function of the overlap cue.
4. (Previously Presented) An electronic apparatus according to Claim 1, comprising a video memory supplied by a decoder and linked to the mixer.
5. (Previously Presented) An electronic apparatus according to Claim 1, wherein the video signal is transmitted to an output connector.
6. (Previously Presented) An electronic apparatus according to Claim 1, wherein the means for converting the second graphics object into picture data are a piece of software executed by a main controller.
7. (Previously Presented) An electronic apparatus according to Claim 1, in which the picture memory is a stationary picture memory.

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8. (Cancelled)

9. (Cancelled)

10. (Previously Presented) A process for generating a video signal,  
comprising the following steps:

reception of a command to display a first and a second graphics object;  
detection of a possible overlap between the first and the second graphics

object;

if absence of overlap, generation by an OSD processor of a digital stream  
representing the first graphics object and the second graphics object, and  
generation of a video signal based on the digital stream;

if presence of an overlap: generation by an OSD processor of a first digital  
stream representing a first graphics object;

conversion of the second graphics object into a picture; writing of the picture  
to a memory;

generation of a second digital stream from the memory;

mixing of the first digital stream and of the second digital stream;

generation of a video signal from said mixture.

11. (Cancelled)